

VINDICATOR

The Newsletter of Metagaming Games and Science Fiction & Fantasy Boardgames

In this Issue:

Editorial	1
<i>Michael Friend</i>	
Endurance—A Fourth Character Attribute for The Fantasy Trip	3
<i>Michael Friend</i>	
Simple (Expanded) Economic Rules for WarpWar	7
<i>Shaun Travers</i>	
Corrected Expanded Combat Results Table for WarpWar	7
<i>Evan M. Corcoran</i>	
Simultaneous Movement in WarpWar	8
<i>Evan M. Corcoran</i>	
Metagaming Games for Sale	8
Against Four Worlds: A Game in Limbo	9
<i>Mark Wegierski</i>	
Forward Observer: Upcoming Microgame Releases	10

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EDITORIAL — POLARIZATION IN THE RANKS

by Michael Friend

One of my subscribers, Gary Kalin of Ballwin, Missouri, made some comments in a recent letter that have a familiar disturbing ring. "I firmly believe a new generation is dividing gaming. I went to a meeting of [an] historical wargaming club. I like to play all kinds of games: science fiction, cards, WW I, air combat, everything but fantasy. Most of the people there were in their 30's to 50's. They told me they were not going to 'allow' any science fiction wargaming. They said once you let those 'card playing freaks' and 'kids with *Warhammer 40,000*' in a club it is finished. To make this short, I got into an argument with them. I asked what would these 'freaks' do to them? I said, 'don't play card games if you don't want to!' It boiled down to THEM-VS-US. The older players said the younger players were too different and they had nothing in common. Sounds like parents talking to hippies all over again. True, most younger people play the card games, but a club, especially a new club, could use members with drive and money to spend on making it work. Needless to say, I am not a member. Until people in gaming believe we ALL are gamers, no matter what we game, the hobby is in serious trouble."

Gary has pointed out a recurring problem that has haunted this hobby in the past and still shows no sign of abating. Compared to the small number of people involved, our hobby offers an incredibly diverse range of subjects and media for people to game in. For the first few decades of this century miniatures gaming was the only form of commercial wargaming. Then Avalon Hill came along in the early sixties and virtually overnight created a new wing of the

hobby with boardgames. I imagine the die-hard miniaturists patiently suffered the new boardgamers their paper and cardboard creations, probably hoping those boxed games were just a fad that would eventually fade away. Until the mid-'70s both branches of the hobby were steeped in historical gaming, but two new genres suddenly entered the stage to confuse things. Science fiction games and role playing games quickly became popular with a new generation of gamers and were just as quickly shunned by the "purist" grognards.

Though I've never had the dubious pleasure to meet such people, I am quite well aware that many historical gamers, both boardgamers and miniaturists, treat science fiction and RPG gamers as if they are unworthy to associate with. The erroneous reasoning used is if a game isn't based on an historical subject then it just isn't a true wargame. You may have read such jibes in the gaming press over the years (for such people still exist even today), in which an author will make a sly distinction between science fiction games and true wargames. Never mind the fact that science fiction games must, of necessity, use the same game mechanics and theory that historical games use, it's just the idea that an SF game doesn't have a familiar historical reference point. Historical gamers seem to need that reference point to cling to, while SF gamers are more daring and willing to go into uncharted territory.

My first few years in the hobby were spent as a reverse snob. I was strictly an SF gamer and had no time whatsoever for playing historical games. After all, I incorrectly reasoned, why play a game about an event in which we know what the outcome was? In my fractured think-

ing, that seemed to be a waste of time. Why not play a game in which the ending was not already a foregone conclusion? Luckily I grew out of that infantile thought pattern and realized that historical games are just as fun to play as science fiction games. In fact, just a few years ago I developed a passion for the American Civil War. I also enjoy playing naval combat games from the age of sail up to World War II, and tactical and skirmish level games from practically every historical period. I've even developed a healthy interest in miniatures, after being a dedicated boardgamer for most of my years in the hobby, and am actively building a Civil War army in the 10mm scale.

I mention all this to indicate that if I, who have been in the hobby for around twenty years, can take the time to investigate different aspects of the hobby and discover that they are just as enjoyable to play as the branch of the hobby that I first joined, then surely these older hobbyists should have the maturity to realize the same things I eventually did. Evidently not, so it would seem. And now comes still a new branch, collectible card games, which draws yet another generation in. How quickly these oldsters forget. One generation discovered boardgames, the next grew up on SF and RPG games, and yet a new generation is being weaned on collectible card games (CCGs). (And don't forget computer games either!) Behind them all stand the supposedly mature and fatherly miniaturists, without whose experience most of this newer material probably wouldn't even exist. These grognards have seen a lot of changes and additions to the hobby over the decades, but they are getting old (relatively) and must learn that to keep the hobby alive they have to pass the baton to a new generation. Instead, they seem to be withholding it out of spite and fear, just because the new gamers don't readily accept the same type of games that the older gamers are familiar with.

What's next, and when, and how many more times do we have to suffer through the same tired arguments that only serve to splinter the hobby even more? It's ironic that the gamers who are so intent on playing historic games to the exclusion to all else are so igno-

rant of the short history of their own hobby. If they knew their history they'd realize that these periodic innovations and additions to the hobby have not diluted it but allowed it to grow and keep from becoming stagnant. And, believe it or not, many SF and RPG gamers, like me, have made at least a partial transfer to historical board and miniatures games after they discovered how fun they were to play.

I'm willing to bet that the historical group that Gary visited will probably die off eventually due to lack of new blood, while at the same time bemoaning the fact that there's no one to continue the hobby after them. If that turns out to be the case then it will be their own fault for treating the new generation in such a cavalier and hostile manner. Nobody was forcing those oldsters to play cardgames or *Warhammer 40,000* (just for the record I don't play them either, but that doesn't give me the right to rail against those who do), and I seriously doubt that if such games were introduced into a local club that it would become instantly poisoned. Those grognards probably lost sight of the fact that they could use SF&F games as an opportunity to show the new generation that the hobby is much bigger than *Warhammer* and card games.

Luckily my own local gaming group is not as parochial as the club that Gary encountered. Our guys enjoy both board games and miniatures and are willing to play just about anything. We've played practically all periods; from Ancients, to Medieval, to the American Revolution, to Napoleonic, to the American Civil War, to the Wild West, to WW II, to NATO vs Warsaw Pact and contemporary conflicts, naval gaming, and science fiction skirmish battles and spaceship combat. We're even willing to allow RPGers and CCGers to play in our gaming hall. Obviously our group is much more open minded than others. We're also willing to proselytize new gamers.

A few weeks ago I spent a Sunday afternoon at our local gaming hall playing a new SF skirmish rules set called *WarZone*. Several of us had never played the game before so one of the more experienced players set up an introductory scenario. Our door opens

right on to the sidewalk and pedestrians are constantly walking by. They frequently cast curious glances in through the large store windows and watch us as we play. A couple teenagers came up to the door and peered in, wondering what was going on inside. We invited them in, showed them what we were doing, quickly explained the rules and gave them small forces to command. Later we showed them some of the other miniatures and tables that were being set up. (Another gamer was preparing a table to run an *East Front* campaign). Those two boys had probably had other things planned that afternoon but they still enjoyed themselves playing the game. We went out of our way to give them a good experience and I hope to see them return and bring their friends. Now that's the correct way to get a new generation involved in gaming.

To keep this hobby vibrant and alive it's imperative that we attract new people. Just because those new gamers may be attracted by an aspect of the hobby that we're not particularly involved with or interested in doesn't mean that we should exclude them from our companionship. The hobby is way too big for us to get involved in every aspect of it, so naturally people will gravitate towards areas that interest them the most. As I mentioned above I enjoy playing several different categories of games and stay away from others (mostly for financial reasons), but that doesn't mean that I will shun someone who likes to play what I have chosen not to play. It's all a matter of attitude. Those gamers with the elitist and isolationist and (dare I say it?) xenophobic attitudes will, in the long run, be the losers. It's not really worthwhile to fight with or attempt to convert these stuck-in-the-mud types. When and if they ever develop the maturity to realize that this hobby is big enough for all of us, then they can finally make a positive and lasting mark. Until then they'll just continue to feel sorry for themselves as they slowly wither away. That will allow the rest of us to inherit the hobby, the WHOLE hobby, and pass all of its richness and variety on to our successors. □

ENDURANCE:

A FOURTH CHARACTER ATTRIBUTE FOR THE FANTASY TRIP

PART TWO

by Michael Friend

In the first half of this article (published in VINDICATOR #4) I laid the groundwork and basics for dividing the original multi-featured ST attribute into Strength (physical force) and Endurance (life force or health and fatigue). In this half I take that framework and apply it to other specific instances and circumstances found in the rules books, noting where changes should and should not be made to conform with this new attribute.

CHARACTER TALENTS

Several of the talents listed in *ITL* make some reference to ST, either as a prerequisite for having that talent or as an enhancement to that attribute. Of the few talents that actually mention ST, I determined that about ten of those talents actually refer to the character's health rather than their physical strength and thus should be changed to reflect their true meaning. Those special talents are listed below. For the talents that require a minimum ST level as a prerequisite, such as Warrior and Veteran for example, this is an obvious reference to the character's physical strength and no changes are necessary. For the Sex Appeal talent, the necessity of a saving roll being made against IQ or ST refers to the character's ability to talk or fight his way out of a situation and again no change is necessary.

Fencing - The double and triple damage that a character with this talent can apply to an opponent (with the proper die rolls) are changed from ST hits to EN hits. What is not changed is that a character can only use a sword that he has the physical strength (ST) to handle.

Two-Weapons - When a character with this talent is using one or two weapons to defend with, any hits deflected by the weapon(s) are the equivalent of deflected EN hits. The use of the correct weapons by a character is governed by the same ST limitation rule as for Fencing.

Physicker and Master Physicker - A character with these talents can now heal 2 and 3 hits, respectively, of a wounded character's EN if the physicker has a first aid kit. Simply change the reference from healing ST to healing EN. Remember that it still takes five minutes to heal each block of 2 or 3 hits, and that if enough EN hits were sustained by the wounded character to reduce his ST as well (see the first part of this article in issue #4 of VINDICATOR), the ST will be restored as the EN is slowly restored.

Woodsman - For this talent, when characters take hits due to exposure to the elements, lost sleep and bad food, the reference is obviously being made to the health and fatigue of the characters, and thus the appropriate hits must be applied to the characters' EN. Not until the party is able to reach civilization, where they can finally rest, can they regain EN lost in this manner.

Unarmed Combat I, II, III, IV and V - Hits made on enemy characters during hand-to-hand combat are now applied to their EN. Since these talents, which represent successive levels of proficiency and training, augment a character's hand-to-hand skill, any extra hits they award to a character's combat capability are applied to the opponent's EN. Thus a fighter trained in Unarmed Combat I, II or III will do 1, 2 or 3

extra hits to the opponent's EN. The shield-rush capability imparted by Unarmed Combat II is strictly a result of the character's brute physical force, so the reference made to comparing opponents' strengths still applies to ST. Likewise the comments about knocking an opponent down or throwing him also refer to physical strength (ST).

SAVING ROLLS AND OTHER ACTIONS

Central to the use of the character attributes is the concept of saving rolls. To determine whether a character does or does not accomplish a specific action a die roll is made and compared to the attribute that would most likely apply to that action. IQ and DX are the two attributes that most rolls are made against, with ST coming in a distant last. The main point to consider when adding EN is whether a saving roll against ST is being made against a character's capacity for physical force or against his health and fatigue. If the activity is affected by or affects the character's physical force then the roll would be made against ST. If the character's health is being affected then the roll would be made against his EN. Don't forget that if a character has lost EN previously due to fighting or great physical exertion and the character hasn't been given time to heal their wounds or rest, then any saving roll

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ENDURANCE, CONTINUED

would be made against the reduced, or adjEN, just as if it were being made against adjDX. The following sections, referenced from the rules books, show when a saving roll would be made against ST or EN.

Jumping - A successful jump, over a hole, over rocks and debris, over a dangerous trap or over a sleeping creature, requires use of the character's physical strength and dexterity, hence the saving roll would be made against DX+ST rather than EN. If the character misses the roll and plunges into the hole, then he makes another saving roll against his ST again, since he is attempting to concentrate his strength in getting out of the hole. Every time he fails the roll he takes a hit on his EN.

Shield-Rush Attacks - The tactic of using a shield rush is a physically demanding action, so the comparison of STs remains the same. Only when a shield-rush is successful are the hits caused by the rush applied to the victim's EN.

Climbing and Falling - Any damage sustained by a character who falls down and is injured while climbing a hill, mountain, wall or cliff applies the hit points to his EN. But if a character slips and falls while he is roped together with a group of other characters who are climbing, a saving roll is made by the character who is suddenly required to support the extra weight of the fallen character. This roll is a test of physical strength and made against ST.

Armor of Nonhuman Figures - For most non-humanoid creatures natural armor consists of thick fur, tough, leathery skin, hard, thick and/or sharp scales and various forms of exoskeleton. Any hits made against a creature will hit it's armor first and the creature's EN will absorb the appropriate hits. This works the same way as for humanoid characters who use artificial armor in combat.

Long-Range Missile Fire - The ST referred to in this section is the physical strength of the character; a) in his ability to lift and comfortably use a particular bow, and b) fire that bow to a maximum range calculated by using his ST level.

Poison - When a character is poisoned, and no matter how it is administered, the character's health is at risk, so all saving rolls are made against the person's EN.

Animals Carrying Weight - When calculating the amount of weight that any mount or beast of burden can carry, including flying creatures, the physical strength (ST) is referenced. If the creature becomes fatigued from the burden, its EN is affected.

Pulling a Rider From His Mount - If a character on foot attempts to pull another character off their mount, the mounted character uses his physical strength and dexterity to prevent this. The mounted character makes a saving roll against his combined ST+DX, just like in the book.

Forceful Entry Through Doors - There are different ways that doors can be forced open. Running into a door to burst it open, kicking it, using a battering ram, chopping the door down and burning it are some of the options suggested. Some of these methods require a saving roll against the character's ST because their physical strength is being used. Other methods require the character to slowly take the door apart piece by piece. For these methods the door will have a number of ST points (representing its inherent physical integrity) that must be reduced to destroy it.

Tunneling - The act of tunneling or digging is obviously labor intensive, so when tunneling rates are mentioned in the rules they refer to the physical strength (ST) of the characters involved in the activity. When a character suffers fatigue after working for a long time, that fatigue affects the EN. If the character labors too long without rest, the cumulative reduction of EN points will eventually affect ST, making the character weaker and slower. If this keeps up then total exhaustion will eventually result.

Escaping Traps - After a trap has been sprung on a character a saving roll against one of that character's attributes will be needed to successfully escape that trap. If quick action is necessary then the saving roll is made against DX. If brute strength is required then the roll is made against ST. A roll against IQ may be required to solve a puzzle. Likewise, if the character's health is

under attack then the roll is made against EN. The point is that the appropriate attribute must be rolled against, and now that EN has been introduced this can be used too.

CREATURES

In the first half of this article I included a basic schedule to add EN to a character based on his ST. This schedule was only devised for the five most "popular" races of humanoid player characters; humans, elves, halflings, dwarves and orcs. There are so many other types of creatures used in the game, from normal animals to monsters, that I could take forever trying to devise EN schedules for them as well. It would be better, instead, to allow referees to give EN only to those creatures which specifically inhabit their dungeon and/or campaign. They can then customize them as they see fit. The following notes are meant as guidelines for some of the more esoteric creatures mentioned in *The Fantasy Trip*. Remember that, as a general rule, any hits on characters caused by creature attacks, whether by claws, teeth, tails, wings, hands or whatever, are applied to the character's EN.

Trolls - Damage done to a troll, whether permanent (by flame) or not, is applied to the troll's EN. They regenerate in the normal manner, and if killed but not burned they eventually regenerate both their ST and EN.

Vampires and Werewolves - Anyone bitten by a vampire or werewolf must make a saving roll against their EN (because their health is being attacked), rather than their ST. Also, vampires and werewolves have EN just like normal folk, so any hits made on them affect their EN. Vampires who must make a saving roll against a particularly nasty attack they just sustained must roll against their EN.

Wights - Ghosts and their variations are special cases. Normally they only have two attributes, IQ and MA. Being dead spirits they cannot have EN because they no longer have a life force or feel fatigue. But a wight is a special exception. This is a spirit with a mission which may require violent physical contact with the living. Thus a wight will also include ST and DX attributes, but still not have EN. Any hits made on a

wight are applied to its ST, just like in the normal, unaltered game. Also, any hits made by a wight on a character are applied to that character's EN. The general rule of thumb is that only living beings can have EN.

Elementals - Being spirit-controlled creatures made from the four basic elements of matter, elementals are not really "alive" as we define living. Thus they do not have EN. Any attacks made against them are applied to their ST while any attacks they make on living creatures affect the creature's EN.

Zombies and Skeletons - This is another form of undead creature like ghosts, though they are more substantial. But, being dead, they do not have any EN. Though it is not specifically mentioned in *ITL*, these creatures probably only have two attributes, ST and DX. Any hits sustained by these creatures are applied to their ST and any damage they do to living beings are absorbed by their EN.

Bloodtrees - This carnivorous flora catches its prey by trapping them in its branches (if above ground) or roots (if below ground in a tunnel). Characters must make a saving roll against their physical strength (ST) to attempt to force their way through the branches/roots. Likewise, after a character has been trapped and tries to break free, he must once again use his physical strength to extricate himself, so he must continue to roll against ST. Even while the character is trying to break free the tree is sucking blood, and thus life force, from the character at a rate of one EN per turn. The basic 10 ST that each root and branch has represents its ability to tightly hold its victim. It will also have EN, but this should be equal to its ST, because when the branch/root has been chopped away it can no longer hold its victim or drain blood from him.

Slimes - The multi-colored slimes make attacks in different ways but whatever method they use to kill or wound, they always apply hits to the victim's EN. Like bloodtrees, the EN of slimes should be equal to their ST.

WIZARDRY AND SPELLS

The major change for magic users, with the addition of endurance to the *TFT* system, is that now the cost to cast

spells is subtracted from the magic user's EN instead of his ST. If he doesn't have enough EN to cast a particular spell then he may not do so. Normally the "ST cost" to cast a spell, listed in the Spell Table, can simply be changed to "EN cost". Whatever method a wizard uses to cast a spell, either from memory, or from a scroll or from a book, the cost to cast the spell will be subtracted from his EN. A few slight changes are made to the four main categories of spells and these are shown below.

Missile Spells - To cast a missile spell the wizard announces how many EN points he will use to energize his spell. If the spell strikes it damages the target's EN by the appropriate die roll amount. If the spell misses the intended target then it continues in a straight line until it hits someone or something else. It can travel a number of megahexes equal to the caster's basic EN and after that it will dissipate. Whether the spell ultimately hits or misses, the wizard still loses the EN points for the spell.

Thrown and Special Spells - The wizard must still make his normal to-hit roll against his adjDX and must subtract the EN cost for that spell if the roll is successful. If the roll is unsuccessful the wizard only loses one EN point. The subclass of thrown spells known as control spells work in the same manner. If the wizard makes a successful to-hit roll and the victim fails his saving roll against his IQ, then the spell takes effect and the wizard loses the EN cost for the spell. If the wizard is unsuccessful then he just loses one EN point.

Creation Spells - Whether the wizard successfully makes his to-hit roll or not, he must still subtract the EN cost for the spell that he attempted.

Renewing Spells - To keep some spells active they may require the expenditure of additional EN points every

turn or every few turns. Simply subtract the EN needed to continue the spell. If the wizard's EN drops to 1 then he becomes unconscious and his spell dissipates because he can no longer renew it. The spell will also end if his EN drops to 0 and he dies.

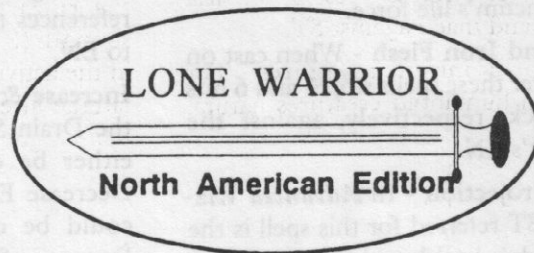
Wishes - According to the *Advanced Wizard* book there are several different things that a wish could be used for. Two of those items deserve special comment. With the addition of EN to the system, a wish can be used to add one point to the EN of a character, as well as his other three attributes. Also, when a wish is used to heal a living character's wounds, it restores his full EN as well as any ST he may have lost.

SPELLS

Here is a quick list of the spells that are affected by the addition of EN to the *TFT* system, as well as those that aren't.

Drop Weapon, Clumsiness, Trip, Rope, Giant Rope, Freeze, Megahex Freeze and Sticky Floor - All these spells are similar in that they can affect a victim's ability to act unless that victim is at or over a specific ST level. If such is the case either the spell will not affect the character or it will cost the wizard more EN to cast the spell. In all these instances it is the physical strength of the character, rather than his health, that is being compared to the spell, so no change is needed.

SOLO WARGAMERS ASSOCIATION



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ENDURANCE, CONTINUED

Aid - An addition is made to allow the wizard to add points to a character's EN as well as his ST, DX and IQ.

Fire, 3-Hex Fire and 7-hex Fire - Any hits suffered by a character passing through a fire hex are applied to his EN.

Shock Shield - The damage caused by this spell affects the target's EN.

Sleep & Megahex Sleep - The prohibition on this spell not working on a character with ST greater than 20 (Sleep) or greater than 50 (Megahex Sleep) means that it is not referring to the target's physical strength. Rather, if the character had a high Endurance (and fatigue) rating (like 20 or 50) then the spell would not affect him. Thus, the reference to ST is changed that of a character with an EN of greater than 20 (Sleep) or greater than 50 (Megahex Sleep).

Blast & Hammertouch - Victim's of these spells have their EN reduced by the die roll amount.

Drain Strength - The explanation of this spell in *Advanced Wizard* states, "lets wizard drain life force from others," so obviously it should be changed to "Drain Endurance" and any ST drained from the victim would be changed to EN drained. A referee may wish to create two spells, one to "Drain Strength", which would make the victim progressively weaker, and the other to "Drain Endurance", which would drain a victim's life force.

Stone and Iron Flesh - When cast on a character these spells stop 4 and 6 hits per attack, respectively, against the character's EN.

Astral Projection - In *Advanced Wizard* the ST referred for this spell is the astral body's health and fatigue. I wasn't aware that an astral body could have health and fatigue levels, but since the explanation for the spell talks about points being lost due to spells cast, wounds and anything else, this obviously refers to the astral body's Endurance, so ST is changed to EN and the astral body is given the same EN as its physical owner.

Death Spell - The comparison mentioned here is between the levels of health of the wizard and his victim, so

ST references should be changed to EN.

Create/Destroy Elemental - As mentioned earlier in this article, I do not allow elementals to have EN. Thus when a wizard attempts to create an elemental, he must expend 5 EN for the spell plus 1 EN for every ST point that the elemental will have.

The Little Death - The target of this spell will lose 1 EN point per day until he dies or the spell is removed. As the EN drains away so will the ST.

Shapeshifting - When changing a character into another creature, the total of the character's ST, EN and DX may not be raised. All three "may be traded off, lowered, etc., as long as neither is reduced more than one below the usual minimum for the new shape."

Zombie - As mentioned above, zombies don't have any IQ or EN. When a wizard creates a zombie he gives it the same amount of ST points as the EN points he expended to cast the spell.

Revival - A dead creature restored to life by this spell will have just 1 EN point and be unconscious. After that it's up to a physicker to do the rest.

POTIONS

Potions are made in the same manner as prescribed in the regular rules, although this time, depending on the effect of the potion, they can also affect EN as well as DX, IQ and ST.

Sleeping Potion - Works like the Sleep and Megahex Sleep spells, so change all references to the victim's ST from ST to EN.

Increase & Decrease ST - Just as for the Drain Strength spell, these could either be changed to Increase and Decrease EN, or two sets of potions could be created; Increase ST and Decrease ST and Increase EN and Decrease EN. This is at the referee's discretion.

Fear - The reference to the victim's ST should be changed to EN.

Pyrotic Ability - A character who attempts to set a fire after ingesting this potion loses 1 EN point for each attempt, whether successful or not.

Revival - Works like the Revival spell, so it gives the dead character 1 EN point. For the ingredients, substitute

20 doses of Increase EN potion instead of 20 doses of Increase ST potion.

MAGICAL ITEMS

Magical items are enchanted with spells from the Spell Table and allow a non-magic user to cast that particular spell. The act of casting these spells will subtract EN points from the user. When using multiple magical items at the same time (remember the limit of the Rule of Five), any spells that affect a character's ST, EN, DX and IQ are cumulative. The spells built into any magical items, whether they are lesser or greater magic items, work the same as spells that are cast in a normal manner by a wizard. Any changes to the spells mentioned above would also apply to magical items enchanted with those spells.

Weakness - This is an IQ 9 lesser magical item that doesn't seem to have a corresponding spell (except maybe Drain Strength) in the Spell Table. Because it is specifically designed to weaken its victim's physical strength it affects ST.

Strength Battery - Though called a strength battery it now stores Endurance points for use by wizards in casting spells. For every 5 EN points the wizard expends, 1 EN point is stored in the battery.

Items That Increase Their Wearer's Attributes - In addition to increasing ST, DX and IQ, EN can be increased too.

I hope this quick overview will allow you to experiment with adding Endurance as a fourth character attribute to your TFT campaigns. I simply went through the three rule books and made the appropriate changes necessary to conform the rules to the new attribute. No attempt was made to change any variant rules that may have been introduced in the articles published in THE SPACE GAMER and INTERPLAY. But, using the general principles in this article along with the examples and exceptions cited, any competent referee could make the necessary alterations. I don't pretend that these notes are carved in stone, so I welcome all comments, criticisms, additions, deletions, changes or general discussion that this material may evoke. □

SIMPLE (EXPANDED) ECONOMIC RULES FOR WARPWAR

by Shaun Travers

[Editor's Note: This article appeared in an early issue of WW DIGEST before the "Variants 2nd Edition" rules were issued. The economic rules presented here were shortened and refined for "Variants", but I thought it would be good to include this earlier material for those die-hard fans who want to add still more detail to their games.]

These simple economic rules are based in part on the rules for economic development in West End Games' *Web and Starship*.

Each system has a BP limit from 1 to 4. This defines the maximum number of BPs a system may produce. Systems must be populated to produce BPs. Unpopulated systems have a BP production of 0.

Populating systems is performed by colonization. Colonists cost 5 BP at a populated system with a Base. Colonists must be carried to the new system via ship's Quarters (Q). Each Q system costs 1 BP to build and can carry 1 load of colonists. [Option: Do not use the ship's Quarters. Colonists can be carried in Holds (H). It is assumed that converting Holds into Quarters requires insignificant changes. Option: Holds can be converted into Quarters and vice versa for the cost of 1 BP.]

Colonists are destroyed if the Quarters/Holds they are in are destroyed.

Colonists are transferred from the Quarters to the system during the build phase. The BP production of the system remains at 0.

Colonists placed on an existing populated system are absorbed by that system. They do not increase the BP production of that system, nor can they be recovered.

Every six turns the BP production of the system increases by 1, up to the system's BP limit. [Option: To ease paperwork, populated BP production increases during the same turns as tech levels increase. The first tech level increase build phase after colonization increases the BP produc-

tion to 1. Or the first tech level increase turn after colonization *doesn't* increase BP production. This may slow down colonization but stops a rush in the turn before a tech level increase.]

Bases can be built for 30 BPs to store BPs and industrialize the colony, hence producing double the BPs for export. When a system is captured (i.e. the system is cleared of enemy ships), the system will be in a chaotic state and the Base and industrial assets will be lost.

ADDITIONAL/OPTIONAL RULES

Large Colonists: Large Colonists cost 15 BPs and take up two Hold/Quarter spaces. When Large Colonists are placed on an unpopulated system, the BP production immediately

starts at 1. Using the optional rules where BP increases are timed with tech level increases *and* the first tech level increase turn after colonization does *not* increase BP production, Large Colonists *are* increased (to 1) at the *first* tech level increase turn after colonization. Large Colonists follow the same rules as normal colonists in all other respects. If one of the Holds/Quarters carrying the Large Colonists is destroyed, the Large Colonists become normal colonists.

Terraforming: Systems can be terraformed to increase their BP limit. No BP limit may be increased beyond 4. Terraforming Engineers cost 10 BPs and must be built in a populated system with a Base. Terraforming Engineers are transferred as per colonists in 1 Hold/Quarter. Every six turns that

Corrected Expanded Combat Results Table

Last issue's Expanded Combat Results Table for WarpWar (page 3) is *incorrect*. The Firing Ship Tactics header line was reversed; a corrected version is reproduced below for your convenience. We apologize profusely for any problems that this misprint may have caused for those of you who have already tried to use the table. □

		Target Ship Tactics			
		Drive Difference	ATTACK	DODGE	RETREAT
Firing Ship Tactics	ATTACK	-3 or less	Miss (Miss)	Miss (Miss)	Escapes (Miss)
		-2	Hit (Hit +1)	Miss (Hit)	Escapes (Miss)
		-1	Hit (Hit +2)	Miss (Hit)	Escapes (Miss)
		0	Hit +2 (Hit +2)	Miss (Hit)	Miss (Hit)
		+1	Hit +2 (Hit)	Miss (Hit)	Miss (Hit)
		+2	Hit +1 (Hit)	Hit +1 (Miss)	Miss (Miss)
		+3	Miss (Miss)	Hit (Miss)	Hit (Miss)
		+4	Miss (Miss)	Hit (Miss)	Hit (Miss)
	+5 or more	Miss (Miss)	Miss (Miss)	Miss (Miss)	
	DODGE	-4 or less	Miss (Hit)	Miss (Miss)	Escapes (Miss)
		-3	Miss (Hit)	Hit (Miss)	Escapes (Miss)
		-2	Miss (Hit +1)	Hit (Miss)	Escapes (Miss)
		-1	Hit (Miss)	Hit (Miss)	Escapes (Miss)
		0	Hit (Miss)	Hit (Hit)	Escapes (Miss)
		+1	Hit (Miss)	Miss (Hit)	Escapes (Miss)
		+2	Hit (Miss)	Miss (Hit)	Escapes (Miss)
		+3	Miss (Miss)	Miss (Hit)	Escapes (Miss)
	+4 or more	Miss (Miss)	Miss (Miss)	Escapes (Miss)	
	RETREAT	-5 or less	Miss (Miss)	Miss (Escapes)	Escapes (Escapes)
		-4	Miss (Hit)	Miss (Escapes)	Escapes (Escapes)
		-3	Miss (Hit)	Miss (Escapes)	Escapes (Escapes)
		-2	Miss (Miss)	Miss (Escapes)	Escapes (Escapes)
		-1	Hit (Miss)	Miss (Escapes)	Escapes (Escapes)
		0	Hit (Miss)	Miss (Escapes)	Escapes (Escapes)
+1 or more		Miss (Escapes)	Miss (Escapes)	Escapes (Escapes)	

Terraforming Engineers are on a system, the BP limit increases by 1. The BP limit increase occurs *before* any BP production increase due to colonists. Populated systems producing at the BP limit will immediately be able to produce BPs at the higher rate. [Optional: If you are sequencing colonizing and tech level increases, terraforming can be sequenced as well. The second tech level increase turn after Terraforming Engineers are placed on a system, the BP limit is increased by 1. Every subsequent tech level increase turn will see the BP limit increase by 1 (up to a maximum of 4).] Terraforming Engineers are automatically destroyed if a system is captured by opposing forces.

Control: For added realism, assume that the opposing sides are different races. If a system populated by the opposing side is captured, BP increases due to colonization will stop. The system must be recolonized by your side, starting from 0. However, the existing opposing colony will continue to produce BPs until its rate equals your colonists' rate. Terraforming only affects your colonists' production limit and not the limit of the existing population. Effectively, two colonies will be side by side until one matches the other. When BP rates are equal, assume that the opposing colony has died out. In reality, this represents the new colony increasing while the old colony decreases, with BP production remaining the same. □

SIMULTANEOUS MOVEMENT FOR WARPWAR

by Evan M. Corcoran

[Editor's Note: In previous issues of WWD Evan had begun discussion of the title subject. While corresponding with me he wrote, "We hadn't finished perfecting simultaneous movement rules - probably best just to mention that offhand if you publish." I subsequently decided to publish the little bit that they developed to show you their progress so far. If any of the readership is inspired to write their own rules for simultaneous movement for WarpWar then I'd be glad to publish them.]

The dilemmas facing implementation of simultaneity mentioned in last issue [WWD #9] are for the most part resolved. Here's how the three problems stand:

□ Can ships have "pass" moves, that is to say, can ships delay movement and move later in the turn at the cost of an MP, to get the advantage over the enemy or to allow other friendly ships to catch up?

Answer: Not entirely sure. Games are being played without pass moves [by PBeM back in '94] and are working out. The next game to start should experiment with pass moves.

② What happens when ships retreat? If combat is simultaneous, will retreating ships run into ships retreating from another battle and begin a second combat phase?

Answer: A close reading of the rules revealed that retreats are to adjacent space hexes and do not use warplines. This surprised many of the old hands here at WarpWar Central but handily solved the retreat question. Retreats during simultaneous movement can occur normally.

③ What about forced retreats? If both ships arrived simultaneously, which one should retreat after three turns of no damage?

Answer: Current thinking on this is that both ships, if they arrived during the same movement phase, should retreat if three rounds pass with no damage. There is a suggestion for a "power plant decay" rule which will eventually be written up and printed here, but for normal games, both ships will retreat.

Even if simultaneous movement is not used, simultaneous builds should be *de rigueur*, in F-T-F as well as PBeM games. Simultaneous builds eliminate the somewhat unfair advantage of player one under the regular tech level rules. □

GAMES FOR SALE

If you order a game that I've already sold to someone else, I give you three options: 1) I could keep your money and as soon as I get another copy of that game I'll send it to you. 2) I could send you an alternate game if you list it on your order. 3) I could refund your money and you could reorder from me at a later date or order from someone else. Please notate the option you wish to use on your order.

SHIPPING CHARGES

Please add \$.50 for every Microgame and \$1.00 for every larger game. Make checks payable to me, Michael Friend.

Wizard counters uncut, \$3.95

Invasion of the Air-Eaters counters uncut, \$2.95

Holy War counter sheet cut into short strips, no bag, \$2.95

Annihilator/One World 2 copies -

1) counters uncut, errata taped into and handwritten in booklet, \$2.95

2) counters cut apart, errata taped into booklet, no bag, \$2.95

Hot Spot counters uncut, no bag, \$2.95

Artifact counters uncut, \$3.95

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Helltank Destroyer counters uncut, \$3.95

The Fury of the Norsemen counters uncut, \$3.95

GrailQuest counters uncut, \$3.95

The Air-Eaters Strike Back! counters uncut, introductory rules are photocopied, \$7.95

Hitler's War 2 copies -

1) counters punched out of cardboard frame into long strips, otherwise in excellent condition, \$7.95

2) counters cut apart, army record sheets are photocopies, rules highlighted in orange magic marker, rule book cover dirty (was stepped on!), \$7.95

The Trojan War counters cut apart, missing two "Stun" and one "Wound" marker, \$7.95

Advanced Wizard water damage to lower half of booklet with stain on back cover and internal pages slightly wrinkled, \$5.95 □

Against Four Worlds: A Game In Limbo

by Mark Wegierski

Against Four Worlds had been offered by SPI in pre-publication offers several months (if not a year or two) before completion. The break-up of SPI has meant that the game never appeared. It was claimed at the time that the game had been "all but finished." It would be interesting to find out where all the related material has ended up, and whether Decision Games would at some point consider finally bringing the game out, if they have acquired the rights to it and the relevant support material is in their possession.

The author remembers reading a surprising amount of information about the background to the game (considering it never appeared), but he has lost track of the old SPI STRATEGY & TACTICS and/or MOVES and/or ARES issues where this information appeared.

The first point is that the game is NOT set in the *StarForce/StarSoldier* future-history. The technology of interstellar travel is remarkably similar to that of GDW's *Imperium*, i.e. established jump routes for quick, almost instantaneous movement, and painstakingly slow movement through realspace otherwise, of slowly accelerating up close to the speed of light.

The background posited the encounter of humanity (which has established jump-routes radiating from Sol system) with four distinct space-faring races, called "the Band of Traders" (one of these races, called, I think, "the Pathellini") whose jump routes have ended up at four different "corners" of the human network - hence the title of the game. (Some of the alien races might have "alternative" space-travel technology, but the author is not entirely sure of that.) After some years of cautious contact, the human civilization has obtained information (through code-breaking of alien space-communications and/or capture of a courier vessel with key documentation?) about a projected Band of Traders combined assault on human systems, whose ultimate purpose is the "ghettoization" of

humanity to the Sol system, or perhaps to Earth itself.

In an attempt to forestall this baneful outcome, the human leadership decides to launch a series of preemptive strikes against the Band of Traders, presumably targeting two of the four for a quick "blitzkrieg" that will knock them out of the war, while fighting a holding action against the other two, until reinforcements can stream back from the other theatres of operations. The game would therefore be offering an exploration on the interstellar level, of the situation of "the central position" vs. a "concentric assault." Presumably, the human effort would have to be more deftly managed, as the forces opposing humanity are, potentially, at least four times stronger.

There was also some suggestion that interesting personalities, especially on the human side, such as leaders, intelligence agents, research-scientists, etc., would be an element in the play of the game.

The tactical systems of the four alien races would presumably reflect various styles and weapons of warfare, which would pose different challenges to the human player. (There was some suggestion that an optional tactical system would be incorporated, as well as the interaction of different kinds of jump-troops and/or planetary forces - or whatever they were to be called.)

Unfortunately, all the work put into *Against Four Worlds* came to naught. If readers of this publication

have further information about the background to this game, as presented in the old SPI magazines or advertisements, it would be appreciated if it could be passed on to the Editor. Or, perhaps, another reader could write a longer article about the *Against Four Worlds* background and projected game, if they have the relevant publicly-available materials easily at hand.

[Ed. note: After the demise of SPI the rights to their games passed through the hands of several other game publishers. TSR, Decision Games and possibly even 3W come to mind as potential owners of the physical materials (rules, charts, playtest map and counters) for the game. Many of the readers of this newsletter have access to the Internet and the constant wargaming discussions going on here. Mark and I would be most appreciative if one or more of you could post some inquiries to the 'net asking about both the legal status and physical location of *Against Four Worlds*. The postings should be directed to anyone who is or has been affiliated with SPI, TSR, 3W and Decision Games. A special emphasis should be made to contact the game's designer and developer to find out if they know anything about the status of the game and if they could possibly reconstruct it for eventual publication in the future. It would sure be a nice feather in VINDICATOR's cap to have been the instigator of an effort to help this particular game (and other similarly lost games) become published. Is anyone up to the challenge out there?]



FORWARD OBSERVER

upcoming microgame releases

Though the primary mission of this newsletter is to support the old SF board games, I'm always happy to announce the publication of new games too. Here's more info on new and upcoming games:

FRACTAL DIMENSIONS

gamelet \gam-let\ n (1997): A small game that is published in a comic book format by Fractal Dimensions.

What is a Gamelet?

It's Fractal Dimensions' newest line of microgames for the '90s. Gamelets are designed for retailers that sell comics, sci-fi, & fantasy books and games. They are easily displayed and easily explained. The look and feel of a Gamelet is aimed at the wargamer of the '90s.

Why is it different from a traditional wargame?

Gamelets are comic book-size. The board or field is the middle two pages of the book. The counter set is printed on the back cover. A quick sheet is printed on the inside cover. To assemble the game you just take off the cover, cut the counters and pull out the playing board. The rules are left intact. The Gamelet is ready to be played.

What about packaging?

Gamelets are not shrink-wrapped. The covers are made from sturdy card stock while the insides are printed on ultrabrite paper. Customers can pick up a Gamelet and leaf through it. When disassembled, Gamelets can be stored in regular mylar comic bags.

When will they be ready?

Gamelet #1 will be ready in the first part of 1997. The premier title will be **Breeders—The Assault**. There will be an alpha version of Breeders inside the FD's FRACTAL SPECTRUM #14. Four Gamelets are scheduled to be released in 1997.

Gamelet #1: Breeders—The Assault

Designed by Carl Forhan

Illustrated by Donald J.A. Redick

Breeders is a game of tactical sci-fi combat taking place sometime in the next century, where interstellar travel is a lengthy but common process, and a militant alien race, the Bre'kada, have

been discovered. Each player assumes the role of either a Terran force or a force of alien Breeders. Players will have an individual goal to accomplish defined by the scenario being played.

Game Data: 2-6 players, medium complexity, two hour playing time

Game Components: 16 page rule book, 1 quick sheet, 13" by 10" map, 140 unit counters.

(Note: Carl Forhan is the gentleman who created and maintains the VINDICATOR Web page.)

Gamelet #2: Toadal Chaos—The Frog Wars

Designed by Donald J.A. Redick and Kathleen D. Seymour

Illustrated by Donald J.A. Redick

Toadal Chaos—The Frog Wars is a game that simulates the primitive warfare of amphibian settlements on the distant post-holocaustic planet, Reptilia. Mutated frogs, newts and toads, which congregate to form tribal societies, follow the path of man by partaking in open fights for territory and raids on rival villages. **Toadal Chaos** is a fantasy wargame about engagement and conflict.

Game Data: 2-6 players, medium complexity, two hour playing time

Game Components: 16 page rule book, 1 quick sheet, 13" by 10" hex map, 180 unit counters.

RENAISSANCE INK

Renaissance Ink (owned and operated by Jay Wirth) will be publishing three microgames in January. Their working titles and short descriptions are—

Them: Like the '50s SF monster movie. WWII-era National Guard against bugs in caves.

Viking Quest: Save your village while battling mythological monsters.

Pittfighter: Mortal Kombat meets WWF.

Another game scheduled for release is **Airwar Over Europe**. Also, a new nihilistic RPG of postapocalyptic cyberpunk called **Taiga**, designed by Ville Vuorela, is coming in January. Taiga has a Web site at:

<http://helsinki.fi/~vvuorela>

For more info, write to RI (their address is in the ad on page 3) or check out their Web page.

MICROGAME CO-OP

Tim Swenson (designer of **Stellar Wars**) recently informed me about the "Microgame Co-op." To quote, "The Microgame Co-op is an INTERNET location for people who wish to produce and publish their own desktop publishing microgames. It also serves as a medium to promote aspiring designers, showing the gaming community their work for sales and for evaluation by publishers." The Co-op is run by Kerry Anderson, who you may remember as the designer of **Marine:2002** (Yaquinto), **Moonbase Clavius** (Task Force Games), and **Clash of Empires** (THE WARGAMER #58). His latest design, **Vimy Ridge**, will be published by Pacific Rim.

At least three games are currently available from the Co-op for \$5.00 each, with three others in development. The following games can be ordered now—

MacArthur's War: The Korean War and beyond

Smokejumpers: Solitaire forest fire fighting in the Northwest

Land of the Free: American politics during the Depression. (Note: this game was designed by Brian Train, another distinguished VINDICATOR subscriber. Brian has also had two other small games, **Tupamaro** and **Civil Power**, published in THE STRATEGIST, the newsletter of the Strategy Gaming Society.)

To find out more about these and future games and Kerry's services to help aspiring designers, he can be reached at: Kerry Anderson, 10179 90 Street, Edmonton, Alberta, Canada T5H 1R8. The Web site address is:

<http://www.ocii.com/~kanderso/loop.html>

CLASSIFIEDS

FOR SALE Science fiction and historical wargames from the 70's to the present priced to move. Send LSASE with 32 cents postage for free list. Gary Kalin, 1026 Timberfield Dr., Ballwin, MO 63021